

# Red Baron



AVAILABLE  
IN  
UPRIGHT  
AND  
SITDOWN  
CABINETS

- Realistic first person aerial combat video game.
- Player flies own WWI biplane.
- Player must shoot down enemy biplanes, blimps, and destroy ground targets to score points.
- In first phase of game player shoots at targets in second phase, targets fire back.
- 19" QuadraScan™ monitor with "3-D" video graphics.
- High Score table displays top seven tallies.
- Realistic sound effects "Charge" played at 300 points.
- 3 operator-adjustable bonus levels.
- 2 or 5 operator-adjustable game "lives"
- Available in upright or new sitdown versions.

# WARLORDS™



AVAILABLE  
IN  
COCKTAIL  
AND  
PEDESTAL  
CABINET



- 1, 2, 3, or 4 player game.
- Up to 4 players can play against each other or in teams.
- New table design allows comfortable seating for four.
- 14" color monitor.
- Players defend castles from "fireball" hits, and control "fireball" to break down opponent's castle walls to score.
- "Power Stone" control enables player to catch and aim fireballs.
- Game time increases as player skill increases—up to 6 fireballs.
- Realistic sound effects. "Charge" played at end of battle.
- High Score table displays high single player and high team scores.
- Bonus game awarded after "Black Knight" castle is destroyed.
- Available in new cocktail or new pedestal cabinet designs.

